Ruby the Rogue Gets Spanked
By Yu May

Welcome, gamers! You hold in your hands the instruction manual to the most bodacious, babalicious new RPG: *Ruby: Red-Rumped Rouge*!

You'll be playing as Ruby: she's a free-spirited, mischievous, but totally lovable (and spankable) rogue, who makes her home in the wacky world of Nut Land! When she's not rescuing beautiful damsels in distress from the wicked, spank-happy vampire, Count du Strokes, you can find Ruby winning apple-cider chugging contests at the local pub, or robbing tax collectors to give to tax collected!

Unfortunately, Ruby's thieving antics have finally gone too far. Now, King Walnut, and the lovely Princess Hazelnut, have decreed that Ruby to be an outlaw! And the penalty for stealing…is a spanking? Total bummer!

Your adventure as Ruby begins when, one day, your misdeeds finally have caught up with you. After being arrested by King Walnut's loyal Chess Knuts, you stand before the throne for judgment, bound in heavy shackles, which pin your wrists firmly behind your back.

"Ruby, you stand accused of numerous crimes against the kingdom," booms King Walnut, his voice echoing through the grand hall.

The lovely Princess Hazelnut's walnut-colored braids wave wildly as shakes her head, and she waves a finger at you, just as wildly. "You have stolen from our citizens, deceived our guards, and disrupted the peace of our realm. If I ever behaved that way, Papa would spank my bare bottom…just like this!"

As you watch in horror, the lovely Princess Hazelnut bends over her papa's lap, before King Walnut lifts the Princess' skirt, bares her bottom and begins to spank her, in front of you, the royal Chess Knuts, and the entire royal court! "That's right, Princess Hazelnut! If I ever catch you stealing, you can expect a good, bare bottom spanking…just like this!"

"Ow! Ouch! Owwie! Please, don't spank me, Papa!" cries Princess Hazelnut, kicking her feet as the spanking turns her bottom to a blushing shade of bright pink.*

[*Pro Gamer Tip: You'll encounter plenty of low ranking Vamps on your adventure to stop Count du Strokes. Vamps were once regular babes, but now they're the brainwashed slaves of the Count's evil DEAD HEAD mind control power! Uncool! Hasn't he heard of Women's Liberation? Anyway, just give those naughty Vamps a good hand spanking until their bottoms are bright pink, and save your rare SPANK POWER items for later, like when you fight the final boss!]

King Walnut shakes his head, before waving to a Pistachio Page to bring him a mean-looking wooden hairbrush.* "You should have thought of that before stealing, young lady!"

[*Pro Gamer Tip: If you find a hidden Pistachio Page, they'll reward you with a SPANK POWER item, like the HAIRBRUSH, the WOODEN SPOON, the BELT, the ROD, the PADDLE, the STRAP, the LARIAT, or the CANE! You'll need to collect one of every SPANK POWER item to beat the game, and all of them will help you lay the hurt down on the Count Du Strokes and his army of spankable Vamps! The better your STRENGTH and CHARISMA stats, the better you'll be at spanking any "stubborn ass" that gets in your way!]

As the King begins to spank the bawling, blubbering Princess Hazelnut with the wooden hairbrush, the poor princess' precious, perfect patootie has turned bright red!* Tears spill down Princess' Hazelnut's fair cheeks as she pleads for mercy. "I'm so, so sorry, Papa! I'll never steal something again! Never, ever, ever!"

[*Pro Gamer Tip: The Count's not the only one looking to spank poor Ruby's booty! All the King's Royal Chess Knuts will spank you too, if they get their hands on you. Every spanking will cause Ruby to lose hit points (HP), but when Ruby's butt turns bright red, she's in even more danger. Every spanking after that will also negatively impact your STAMINA stat, until you rest, or use a healing item. The lower Ruby's STAMINA, the harder it is for her to endure spankings from her enemies, and the faster you lose HP! When Ruby's butt turns purple, that means it's BRUISED, and you're dangerously close to getting a game over! Try using a SOOTHING BALM to recover HP, and keep your bottom a lighter shade of pink, or at least bright red. Can you beat the game without getting spanked once? Nah, you're probably not good enough!]

King Walnut shakes his head as he hands the wooden hairbrush back to his loyal Pistachio Page, and helps poor Princess Hazelnut stand up, all the better to listen to his lecturing.

“Well, I hate to have to spank you, even when you deserve it for being a THIEF!* So promise me you won’t steal anymore, and I won’t have to spank you again.”

[*Pro Gamer Tip: If Ruby gets caught stealing from NPCs, and can’t pay the fine, she’ll be branded as a THIEF. And when we say branded, we mean literally, with a white hot brand! Once your bottom is branded with the word THIEF, everyone who spanks Ruby will know that you’re a criminal, and spank you even harder. It’s like playing on extra hard mode! Always keep at least 10 coins handy, in case you’re caught stealing, to pay the fine. Try beating the game without being branded as a THIEF first, and then, when you’re ready for a real challenge, try THIEF mode! What’s that? How do you unlock THIEF mode? Sorry, we can’t fit everything in this little instruction manual! For the secret to unlock THIEF mode, and tons of awesome cheat codes, you’ll just have to pick up *Ruby: Red-Rumped Rogue: The Official SPANK POWER Strategy Guide*.]

Princess Hazelnut nods furiously, and rubs her bare bottom just as furiously as she dances in place. “Yes, Papa! I promise there will be no more stealing. Thank you for spanking me!”

King Walnut pulled out a checkered handkerchief, a magic SPANKY HANKY,* and offered it to his well-spanked daughter. “I forgive you, my Precious Princess. Here, dry your tears with this.”

[*Pro Gamer Tip: If Ruby is spanked frequently, or spanked harshly by a Miniboss or an NPC, she will start crying, and her CHARISMA stat will drop harshly. The lower Ruby’s CHARISMA, the harder it is for her to talk her way out of another spanking! So use a SPANKY HANKY to hide her tears, and restore Ruby’s CHARISMA. Just remember, it’s impossible for Ruby to look cool when everyone knows she’s a big crybaby who still gets lots and lots of bare bottom spankings!]

Princess Hazelnut blows her nose, gives her beloved Papa a warm hug, then finally turns to face you. “Anyway, that spanking is exactly the sort of punishment I’d expect to get, if good King Walnut ever caught me stealing!”

King Walnut shakes his head, chuckling. “Not quite, Princess Hazelnut. If I ever caught you stealing, you’d also get a long timeout, to reflect on your bad behavior. And for that…”

The King unfastens Princess Walnut's CLAW CLIP, allowing her nut-brown colored hair to tumble freely down. Then the King spins the shocked Princess around, pins up her frilly skirts to reveal her freshly spanked backside, and points sternly to the corner of the throne room. "We need to put this naughty, bright red bottom on display, for the rest of the day. Go stand in the corner, Princess Hazelnut!"*

[*Pro Gamer Tip: Throughout your adventure as Ruby, you may find it helpful to spank important NPCs, like Princess Hazenlut. Spanking another NPC always requires Ruby to succeed in a challenge, most often a test of your STRENGTH, or your CHARISMA. You also have the option to spank any NPCs you defeat in battle. After spanking an NPC, you have the option to put them in TIMEOUT afterwards. It helps reinforce the punishment, without negatively impacting their HP. Putting an NPC in TIMEOUT will increase their WISDOM stat, making them more likely to accept a deserved spanking. But be careful! Characters with a high WISDOM stat are also more willing to spank you, when you deserve it.

Try using a CLAW CLIP to pin up their clothes, and put their bare bottom on display, to lower their CHARISMA stat. Lowering an NPCs CHARISMA makes them more compliant when you attempt to spank them in future, even if they don't deserve it. Be strategic about when to bare an NPCs bottom. You may want your allies to have higher CHARISMA when they follow you into danger, or they might not be able to save you both from getting a spanking from a powerful enemy. All NPCs gradually regain CHARISMA over time, as long as their bottoms are not bared.]

Princess Hazelnut's face burns so red, it matches her bottom. "But, Papa, all the noble princes throughout the lands are arriving tonight. If they see me standing in the corner, by tomorrow, every guest at the Grand Nutty Ball will know that I got a heinie whoopin'!"

King Walnut reaches around to clap both of Princess' Walnut's booty cheeks, and cups them between his hands, not-so-subtly warning her that another spanking is coming if she does not tread carefully. "Exactly, Hazelnut. That way, you will act as an example to others. People need to see what happens to naughty girls who steal!"

Princess Hazelnut twists to look over her shoulder, and nods at the sorry sight of her scorched, sizzling seat. "...Oh, of course! It's a Princess's duty to serve as an example to others, after all! I will obey you, Papa!"

As Hazelnut marches to stand in the corner, the entire royal court lets out a contented sigh at the sight of their beloved Princess. Everyone knows that King Walnut loves his only daughter, even when he has to punish her.

As you watch this, it suddenly occurs to you that if King Walnut dishes out spankings like that to Princess Hazelnut, who knows what else he has in store for Ruby the Rogue! In this game, your choices as Ruby matter, and have a massive impact on the story, not to mention poor Ruby's rear end! (What's that? You think we can't possibly have an open-ended plot in an old-school, 90s RPG? C'mon! We wouldn't lie to you in an instruction manual, would we?)

Choose wisely. Do you:

A. Try to sneak away, while King Walnut is distracted by spanking Princess Hazelnut. [STEALTH]
B. Lie: "Wow! You sure showed her. She'll never think of stealing again. Well, you know what they say, if you can't serve as an example, you'll instead serve as a warning." [CHARISMA]
C. Brass it out: "You can't spank me! You need my help to stop Count du Strokes from spoiling the Grand Nutty Ball!" [CHARISMA]
D. Break the chains that bind you. [STRENGTH]
E. Twist your wrists behind your back to slip free of the shackles. [DEXTERITY]
F. Accept your fate: "I'm sorry for stealing, your Majesty. Please, show me mercy! I'll gladly accept a spanking."

READ THIS IF YOU CHOSE OPTION A

Using all the skills you gained during your long career as a master pick-pocket, lock-pick, spy, and escape artist, you sneak away from the Knuts on either side of you, only for the chains that bind your wrists to go tight with an audible, "Clink!" You dumb-ass! How could you forget you were wearing chains and shackles?

At the sound, Princess Walnut peeps out of her spot in the corner, and squeals shrilly.

Still gazing proudly at the sight of his brave, responsible Princess obediently accepting her timeout, King Walnut has forgotten of your existence. "Now, Hazel, you know you're not supposed to make noise in timeout. You're already in enough trouble, thanks to the stealing–"

“Papa! I’m not the THIEF! She is!”

The King suddenly remembers you, and waves frantically to his loyal guard Knuts. “Egads! I forgot all about Ruby the Rogue! Guards! Seize her!”

[Turn to the section of this instruction manual titled: “The Consequences of Your Choice.”]

READ THIS IF YOU CHOSE OPTION B

“Wow! You sure showed her. She’ll never think of stealing again. Well, you know what they say, if you can’t serve as an example, you’ll instead serve as a warning.”

King Walnut nods, grinning from ear to ear as he watches his well-spanked daughter standing in time out, with her nose in the corner. “Well said, rogue! My Princess may need a good spanking from time to time, but I don’t love her any less!”

Peeping away from her spot in the corner, Princess Hazelnut smiles prettily. “I’ve got a lot of thinking to do. Hopefully, when all the royal guests see my spanked bottom, they’ll remember what a THIEF can expect as their just desserts!”

The King and Princess both sigh with contentment as they contemplate the valuable lesson that has been learned today. Then Princess Hazelnut’s eyes pop open. “Hey! Waittaminnit! I’m not the thief, she is!”

The King suddenly remembers you, and waves frantically to his loyal guard Knuts. “Egads! I forgot all about Ruby the Rogue! Guards! Seize her!”

[Turn to the section of this instruction manual titled: “The Consequences of Your Choice.”]

READ THIS IF YOU CHOSE OPTION C

“You can’t spank me! You need my help to stop Count du Strokes from spoiling the Grand Nutty Ball!”

At the mention of the evil, spank-happy vampire lord, all eyes in the room round on you.

Princess Hazelnut trembles as she stands in the corner, clenching her quivering bottom, her skin paling to a snowy white hue…except for the angry red marks that decorate her backside.

King Walnut chews his fingernails, before pausing to consider your dire warning. “Count du Strokes! His is an evil name! Could it be that you…are the Chosen One, as foretold in the ancient prophecy? Hmm? …Nope! Ha ha ha! How could a common THIEF like you be the Chosen One? Guards! Seize her!”

[Turn to the section of this instruction manual titled: “The Consequences of Your Choice.”]

READ THIS IF YOU CHOSE OPTION D

With every ounce of strength you possess, you strain to break the chains in two, seeking to find the weakest link. Unfortunately, the weakest link is you.*

[*Pro-Gamer Tip: Be careful! Ruby the Rouge starts out with a low strength stat at the beginning of the game.]

At the sound, Princess Walnut peeps out of her spot in the corner, and squeals shrilly.

Still gazing proudly at the sight of his brave, responsible Princess obediently accepting her timeout, King Walnut has forgotten of your existence. “Now, Hazel, you know you’re not supposed to make noise in timeout. You’re already in enough trouble, thanks to the stealing–”

“Papa! I’m not the THIEF! She is!”

The King suddenly remembers you, and waves frantically to his loyal guard Knuts. “Egads! I forgot all about Ruby the Rogue! Guards! Seize her!”

[Turn to the section of this instruction manual titled: “The Consequences of Your Choice.”]

READ THIS IF YOU CHOSE OPTION E

Knowing that only an absolute dork would try to sneak away while still in shackles, and that only a complete doofus would attempt to break the chains with brute strength, you instead employ your tricks as an escape artist. Twisting your wrists, you test to see if the shackles

have any give. As the friction builds, you make a discovery: you can't possibly slip out of these shackles. They're just too well made, and you don't have your tools handy.* Ah well, at least you didn't make yourself look like a complete idiot.

[*Pro Gamer Tip: You can buy a set of TOOLS at the local Item Shop, for a whopping 1000 coins. That's enough to save Ruby's poor booty from 100 whoopings in a row! If you don't think you can afford it, you might be able to find a set of TOOLS hidden somewhere in the game.]

The King and Princess both sigh with contentment as they contemplate the valuable lesson that has been learned today. Then Princess Hazelnut's eyes pop open. "Hey! Waittaminnit! I'm not the thief, she is!"

The King suddenly remembers you, and waves frantically to his loyal guard Knuts. "Egads! I forgot all about Ruby the Rogue! Guards! Seize her!"

[Turn to the section of this instruction manual titled: "The Consequences of Your Choice."]

READ THIS IF YOU CHOSE OPTION F

"I'm sorry for stealing, your Majesty. Please, show me mercy! I'll gladly accept a spanking."

Congrats! You gained +1 WISDOM!*

The King suddenly remembers you, and waves frantically to his loyal guard Knuts. "Egads! I forgot all about Ruby the Rogue! Guards! Seize her!"

[*PRO GAMER TIP: If you gain or lose a stat point, make a note in pencil on the character stat sheet on the last page of your instruction manual, adding or subtracting from Ruby's base stats for the correct ability. When you make a roll, add or subtract the total score from your roll to achieve your total.]

[Turn to the section of this instruction manual titled: "The Consequences of Your Choice."]

THE CONSEQUENCES OF YOUR CHOICE

Every day of your life, you face new choices, and every one of those choices dictates the course of your life.* You have made your choice, now you must face the consequences.

As the guard Knuts clutch your arms at either side, King Walnut waves them to approach the throne. “Bring forth Ruby the Rogue to face the King’s justice.”

You look up at the king, eyes wide with feigned innocence. "But, your majesty," you say, your voice sweet as honey, "I was only trying to make things more interesting around here. This place was so dull before I came along."

“Silence! Ruby, your skills have been useful in the past. But you have stolen from the good people of Nut Land one time too many! Now you must suffer the penalty for stealing! To be…uh…or not to be? To endure slings, and arrows, or something? What was the punishment, again?”

Her bare bottom still shining as warm and toasty as a fireplace, Princess Hazelnut piped up from her spot in the timeout corner. “A spanking, Papa?”

King Walnut snaps his fingers. “That’s it! The penalty for thievery is…a spanking! Ruby the Rogue, since this is only your first offense, I’m letting you off easy with a good, old-fashioned, over-the-knee, bare bottom spanking. Let’s make it…100 spanks! Guards, carry out the sentence!”

You hear a wooden clunk, and turn to find a Knut placing a straight-backed wooden chair in the center of the throne room. First, your heart pounds in your chest as the second guard easily tugs you toward the chair, then your heart flutters as he lifts your skirt, revealing your dusty, patched bloomers for the entire royal court to see. Behind the snickers, you hear Princess Hazelnut’s curious voice piping in. “Ooo, my! What sorts of undergarments do thieves wear, I wonder?”

“Young lady! You are in timeout! Keep your nose in the corner, and not another peep out of you, or you’re taking another trip across Papa’s knee!”

You see Princess Hazelnut hunch her shoulders as she hears the rebuke, then press her face firmly against the corner wall. “Yes, sire!”

The guard Knut's fingers pinch the waistband of your bloomers, bare your bottom at a moment's notice. "My lord! At your command! Shall I denude this devious delinquent for discipline?"

As King Walnut strokes his beard, you dare to hope you might be spared, not bared.

Choose Wisely. Do you:

A. Grab your bloomers, and fight the guard to prevent them being pulled down. [STRENGTH]
B. Beg: "Please, Your Majesty! I'm sorry! I promise I won't do it again! Not on the bare!" [CHARISMA]
C. Accept your fate: "...I must atone for my misdeeds. I wish to be punished *exactly* the way you punished Princess Hazelnut!" [WISDOM]
D. Stay still, and keep quiet.

[*PRO GAMER TIP: Did you discover the secret choice to improve one of Ruby's stats? Make sure to keep track of Ruby's ability scores on the character stat sheet at the end of this manual. Whenever you gain a point to, or lose a point from, one of your abilities, add it to Ruby's current stat to determine the final score for the affected ability. Then add your score to the total roll. The higher your score, the better Ruby is at using that ability.]

READ THIS IF YOU CHOSE OPTION A
The moment before the Chess Knut can relieve you of your undergarments, you grasp the hem tightly, your hands still shackled behind your back. What follows can only be described as the most embarrassing game of tug-of-war in history, but you're determined to win.

This game uses revolutionary probability simulation technology to simulate Ruby's dangerous, life-or-death adventures! Using the 20-sided die that came packaged with your game cartridge, roll it once to determine Ruby's fate. Then enter the number you got using your controller. No cheating allowed! (Not unless it's a SPANK POWER cheat code, as published in the officially licensed strategy guide.)

[...I didn't get a 20.]

You clutch at the panties desperately, hearing howls of laughter and mockery at your pathetic display of cowardice. Your efforts are futile. Your fingers may be nimble, but they're also delicate. With a second tug, the guard pulls your bloomers down with one clean yank.

You lose -1 CHARISMA.

As you moan with humiliation, you feel yourself being tugged across the knee of the seated Knut. There is no escape…It is time for your spanking!

[Turn to the section of this instruction manual titled: "SAVE POINT."]

[I Got a 20!]
Congratulations! You keep your panties held firmly in place with iron hands. The Chess Knut grunts and groans as he fails to relieve you of your undergarments, then calls for back up. Two more Chess Knuts surround you, and even together, their combined STRENGTH is no match for yours. "Ye gods! This thief has the strength of an Iron Nut!"

Congrats! You gained +1 CHARISMA!

Then there is an echoing "Rrrip!" as your bloomers are torn to shreds. You lost your PANTIES!

Too bad! You lose -1 CHARISMA!

As you roar with rage, you feel yourself being tugged across the knee of the seated Chess Knut. There is no escape…It is time for your spanking!

[Turn to the section of this instruction manual titled: "SAVE POINT."]

READ THIS IF YOU CHOSE OPTION B
You look at the King with sorrowful eyes, sniveling. "Please, Your Majesty! I'm sorry! I promise I won't do it again! Not on the bare!"

This game uses revolutionary probability simulation technology to simulate Ruby's dangerous, life-or-death adventures! Using the 20-sided die that came packaged with your game cartridge, roll it once to determine Ruby's fate. Then enter the number you got using

your controller. No cheating allowed! (Not unless it's a SPANK POWER cheat code, as published in the officially licensed strategy guide.)

[...I didn't get a 20.]
Only jeers greet the sound of your whining. The King waves a hand, looking at you with disgust. "It's too late, thief! Down with her dusty drawers!"

With a single tug, the guard pulls your bloomers down with one clean yank.

You lose -1 CHARISMA.

As you wail with despair, you feel yourself being tugged across the knee of the seated Chess Knut. There is no escape…It is time for your spanking!

[Turn to the section of this instruction manual titled: "SAVE POINT."]

[I Got a 20!]
The Royal Court is silent as the gathered crowd await the King's judgment. His eyes tear up. "Poor little thing! You remind me of my own remorseful daughter, before her very first spanking."

Princess Hazelnut sniffles from her spot in timeout. "Oh, please, Papa! Won't you at least spare Ruby the baring? It is only the first time we've had to spank her, after all!"

"Well, I suppose I'm a big softie, at heart! Guards, spank the prisoner over her bloomers."

As you sigh with relief, you feel yourself being tugged across the knee of the seated Knut. There is no escape…It is time for your spanking!

[Turn to the section of this instruction manual titled: "SAVE POINT."]

READ THIS IF YOU CHOSE OPTION C
You surprise the King with a bold announcement. "...I must atone for my misdeeds. I wish to be punished *exactly* the way you punished Princess Hazelnut!"

This game uses revolutionary probability simulation technology to simulate Ruby's dangerous, life-or-death adventures! Using the 20-sided die that came packaged with your game cartridge, roll it once to determine Ruby's fate. Then enter the number you got using your controller. No cheating allowed! (Not unless it's a SPANK POWER cheat code, as published in the officially licensed strategy guide.)

[I got a 1-2?]
The King rolls his eyes. "Well, of course! How else were we going to punish you? It's for the same offense, after all!"

Apparently, nobility doesn't do much to help a naughty thief about to get a spanking. With a single tug, the guard pulls your bloomers down with one clean yank. The befuddled look on your face is so amusing, a child starts giggling, and soon the whole assembled crowd is howling with laughter!

You lose -2 CHARISMA.

Unable to speak, you feel yourself being tugged across the knee of the seated Chess Knut. There is no escape…It is time for your spanking!

[Turn to the section of this instruction manual titled: "SAVE POINT."]

[I got a number from 3-19]
The King nods his head. "Well, at least you are trying to take some responsibility, if a bit too late. Very well, you've convinced me! Guards, off with her drawers!"

With a single tug, the guard pulls your bloomers down with one clean yank. You are comforted by the knowledge that, however humiliating your current position, at least you can endure it as best as you can.

You lose -1 CHARISMA.

Keeping a stoic silence, you feel yourself being tugged across the knee of the seated Chess Knut. There is no escape…It is time for your spanking!

[Turn to the section of this instruction manual titled: "SAVE POINT."]

[I Got a 20!]
Congratulations! You couldn't have done a better job of convincing them to spank you on your bare bottom!

There is a murmur of awe from the crowd. The King is in stunned silence.

Finally, Princess Hazelnut pipes up from her timeout corner. "I really think she means it, Papa. She may have caused trouble in the past, but I'm sure she can become a loyal, reformed citizen of Nut Land!"

The King wipes a tear from his face. "Such courage! Such a magnanimous display! Very well. Ruby the Rogue, as a testament to your conviction, you may bare your own bottom. When you are ready, assume the spanking position. Guards, do not interfere."

As the crowd holds its collective breath, you reach to grasp your own undergarments, the chains of your shackles clinking softly. With a determined breath, you bare your own bottom, lowering your bloomers to rest neatly, just below your bottom.

You lose -1 CHARISMA.

However, as you settle yourself across the Chess Knut's knee, you hear murmurs of admiration from the crowd. A ray of shimmering red light flickers through the ornate stained-glass window above the throne, perfectly framing your backside in a blood-red spotlight: an omen of things to come. The crowd gasps at this sublime display. Already, it is as if you have paid the penalty for your misdeeds, although your spanking is yet to come. A scribal monk begins to sketch the scene on parchment, vowing to forever immortalize *The Penitence of Ruby the Rogue* in the form of an illuminated manuscript.

You gain +2 CHARISMA.

There is no escape…It is time for your spanking!

[Turn to the section of this instruction manual titled: "SAVE POINT."]

READ THIS IF YOU CHOSE OPTION D

Compliantly, you stand in place as the guard Chess Knut unceremoniously tugs down your panties, with a single, clean yank. Well, that was fast!

Rather ambivalently, you feel yourself being tugged across the knee of the seated Chess Knut. There is no escape…It is time for your spanking!

[Turn to the section of this instruction manual titled: “SAVE POINT.”]

SAVE POINT

This game uses a ground-breaking SAVE POINT system. Be sure to save your progress frequently. If you missed something, you can always replay the game later! Battery Warning: When turning off your game console, hold the RESET button, before pressing the power button. This will ensure that the SAVE POINT BATTERY is not damaged during shut down.

[Would You Like to Save Your Progress? Saving…Do Not Turn off the Console While the Saving is in Progress…Game Saved!]

End of Part 1

[Note: This short story was originally published under the title “Aria the Rogue Gets Spanked” as an experiment with using AI to write a spanking story. I was never happy with it, but it ironically was one of my most viewed short stories on YouTube, so I decided to rework it to my liking. It’s basically a rewrite from the ground up.]